ADVICE DOCUMENT

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Introduction

In this document we give advice on how to proceed with this project. what has been done and what remains to be done. for more information read this document thoroughly.

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Recap

The assignment is to develop a user-friendly app for recording company vehicle. This assignment mainly focuses on the design and front-end development. The requirements of this assignment are: 1) the new system must be automated, 2) user-friendly for all users involved, 3) the design is bases on research and 4) deliver a high-fidelity prototype.

This assignment contains several functionalities such as taking pictures, being able to post a comment, to identify a car. The biggest part of the assignment will be researching the target audience to make the best design possible for the user. Therefore, we will use a design principle.

Goal

Our goal is to develop a new user-friendly app, which is used to record cars that come in and leave. Furthermore, the app needs to have a flawless user experience. To reach this goal, we need to do research and use “human cantered design”.

Research

Research current system

We wanted to gather answer on “What parts of the process should be simplified (UI), using technology, so that the target audience can use the app without external assistance?” First, we needed to know more about our target audience and the current system. Therefore, we did flied research and held an interview with the people uses the app. This gave us a better view about our target audience.

Read research current system document for more info.

Research users wishes and needs.

To get answer on our research question “What are the wishes and need of our target group, so that we know which parts of the process should be simplified.” We did field research and did a Participant observation / interview with the users. We did this as we wanted to know their wishes and needs, after all we found out there were a lot of bugs and improvement points on the current system which made the app feel like a BETA version.

Research knowledge mobile technology

We even did field research, to be exact a **Survey** To be able to get answer on our research question “What are the abilities of our target group, regarding technology. So that we can take their abilities into account with the UI”. So that we can take it into account with the UI. We didn’t have any good insights, because I didn’t setup a good question and didn’t knew how to analyze the results. Even though we got some results we used in our design.

Research design principle

Furthermore, to get answers on our sub question “Which aspect of the design principle suits the best for our project, regarding the vehicle intake and check app. So that we can design the best suitable UI for our target audience”. We did literature research on **design principles**. We compared different design principles and chose the one that fits the best for our project.

To do

We did not manage to finish the app, there are still few important things to do to improve the user experience.

- In step 3 the control step, the buttons need to be default on “no” and there need to be a scroll bar so users know they can scroll on this part.
- In step 2 we wanted to filter the VIN and automatic fill the car brand and type, this prevents mistakes by the user and speeds up the process.
- Maybe in step 2 a possibility to add a license of a vehicle.
- In step 4 users can delete an image by clicking on the “x”.
- Also, the background needs to match the design right now it’s just an orange container.
- Add on the top bar an icon of the task. For example, an intake icon or check icon.

The vehicle check part still needs to be developed but this won’t take long as we can reuse the code on intake. The check part is built in 2 steps scan or type the VIN part and image part, where user can take picture of the vehicle.